SNK

SNK GALS Fighters™

NEOGEO POCKET

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NEOGEO POCKET software cartridge

Supported by **NGP COLOR**

GREETINGS!

Thank you for your purchase of this NEOGEO POCKET software cartridge. Before you begin, be sure to read through this user's manual and learn how to play the game properly for expanded entertainment. Keep this user's manual in a safe place.

*The information in this manual is still being developed. Please pardon any discrepancies that may exist with the specifications of this product such as game screens, etc.

CONTENTS

PROLOGUE

The final year of the millennium, 2000 A.D. A mysterious invitation makes its way to the famous female fighters all over the world.

Written therein...

"2000 A.D. The QOF Tournament opens! This competition victor shall receive the totally true, totally awesome 'Reward of K': a wish that shall be granted, for sure. Honest!"

Yours truly,
The Enigmatic "X"

P. S.

"You only get one wish, so make it count!"

P. S. 2

"All who receive this invitation must come.

Or else! (And no guys allowed!)"

P. S. 3

"This game is fiction. All groups and people appearing herein bear no resemblance (well, maybe a little) to the famous game of a similar title. You know, the one with a "K" in it!

What's QOF?

And what is the true identity of "X," sender of the mysterious invitations?... At any rate, the gals' desires are rising! Here now unrolls the final (at least scheduled) bare-all (well, not everything) battle of self-interest this century will see!!!

JOYSTICK

OPTION Button
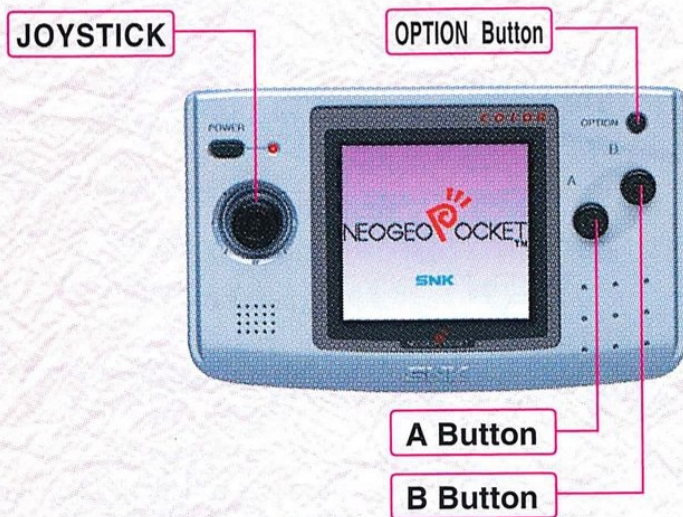
A Button

B Button

JOYSTICK	Character movement/Cursor movement
A Button	Punch (Tap for weak punch, push longer for strong punch)/Confirm selections
B Button	Kick (Tap for weak kick, push longer for strong kick)/Cancel selections
OPTION Button	Pause (Push again to resume play)

*Push the A, B and OPTION buttons simultaneously during play to reset the game.

1 LIFE GAUGE

Shows the character's life energy. When all energy is gone, that character loses.

2 TIMER

Shows the remaining time in a round. If the timer reaches "0" without the round unresolved, the character with the most remaining life energy wins.

3 GAL GAUGE

Rises when your character makes attacks or defends against an opponent's attacks. When the gauge is filled, you get a Stock, which is shown to the right of the Gal Gauge. (You can store up to 3 stocks.)

4 STOCK

Use up a Stock to activate a special attack like a Mighty Bop, Pretty Burst, etc.

BEGINNING GAME PLAY

Push the A button when the Title Screen appears to call up the Mode Select screen. Select an item with the joystick and push the A button to confirm your choice.

QOF MODE

A mode wherein you choose a desired character, enter commands, and battle your way through the "QOF" Tournament.

2PVS

A mode that requires the NEOGEO POCKET LINK CABLE (hereafter, the Link Cable) for 2-player competitions with another NEOGEO POCKET user.

TRAINING

A mode that lets you practice character moves. It re-creates various conditions during game play to practice moves.

ITEMS

Allows you to check items received during the game and equip characters with various items. With the Link Cable, you can trade items with another player.

GAME OPTION

Lets you change various settings and listen to sound effects and music from the game.

GAME MODES

QOF MODE

A mode that lets you select one of your favorite characters and enter the "QOF" Tournament. When you choose a character and confirm your selection by pushing the A button, the Item Select screen appears. Select the item you want to equip your character with and when you confirm your choice, the game will begin.
(Characters do not possess items when the game first begins.)

CONTINUE

If you lose a match, you can resume play from where you left of by pushing the A button while the Continue screen is displayed.

●2PVS●

A two-player competition mode that requires the Link Cable. After you connect 2 NEOGEO POCKET units together with the Link Cable, turn them on and select "2PVS" to start play. When both players select "QOF MODE," a character and then an item, the OPTION screen will appear on the screen. Adjust the settings on this screen as you desire.

LEVEL

Allows you to set your character's status at 1 of 5 levels.

TIME

Sets the time for 1 round.

SPEED

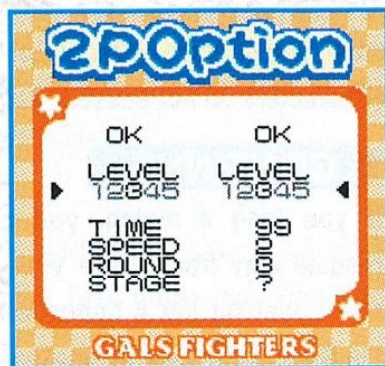Sets the speed of game play.

ROUND

Sets the maximum number of rounds for a match.

STAGE

Determines the stage in which you compete.

When both players select the "OK" message and confirm the selection, the competition begins.

●TRAINING MODE●

After you select "TRAINING MODE," first select and confirm the character you'll use, and then select your sparring partner. Next, determine your opponent's behavior, status, etc., with "TRAINING OPTION."

OPPONENT MOVES

Make your opponent "STAND," "CROUCH," or "JUMP."

ATTACK

Determine whether your opponent will attack or not.

GUARD

Determine whether your opponent will guard against your attacks or not.

GAUGE

You can determine the Gal Gauge's status. Select "MAX," where the gauge is always at its maximum setting, or "NORMAL," where the gauge rises according to the same conditions in normal game play.

After all settings have been made, select "START" to begin the Training Mode. When you push the OPTION button while training, you can call up the "Training Option" window and reconfigure game settings. At this time, when you select "Character Change," you can change your character and sparring partner. To end training altogether, select "EXIT" and push the A button.

●ITEM●

In this game, you can equip your character with 1 item and put the flow of battle in your favor. (You can't use items in Training Mode, though. Face!) The effect of these items can be checked using the Item Select screen or by selecting "ITEM" from the Mode Select screen.

GETTING ITEMS

Obtain items in the following ways
1. Meet the special conditions of the QOF Mode and defeat your opponents.
2. Defeat opponents in the 2PVS Mode.
*With way 2, you can select an item of your defeated opponent and snatch it away from the fool!

TRADING ITEMS

After connecting 2 NEOGEO POCKET units with the Link Cable and turning them on, the Item Trade screen will appear when one of the players selects "ITEM." Select items you both want to trade and push the A button. If both players select "NO," the Mode Select screen will appear again.

●GAME OPTION●

You can change the following items with "GAME OPTION."

LEVEL

Select 1 of 5 game difficulty levels.

TIME

Select 1 of 4 time limits for a round during game play.

SPEED

Select 1 of 4 game speeds (character movement speed, etc.).

ROUND

Choose the maximum number of rounds for a match from "1 Round," "3 Rounds," or "5 Rounds."

BUTTON

Select 1 of 2 button layouts: "A : PUNCH; B : KICK" or "A : KICK; B : PUNCH."

BGM

Plays background music used during game play.

SE

Lets you hear SE (sound effects) used during game play.

EXIT

Ends settings and calls up the Mode Select screen.

VS MODE

This game lets you play 2-player games and trade items with the Link Cable. To use VS MODE, you must have the following items and follow the correct procedures listed below.

THINGS TO PREPARE

NEOGEO POCKET COLOR Main Unit · · · 2 units

SNK GALS FIGHTERS Software Cartridge · · · 2 cartridges

NEOGEO POCKET LINK CABLE · · · 1 cable

PROCEDURE

After checking that the 2 NEOGEO POCKET COLOR units are turned off, correctly insert the software cartridges.

▼

Connect the 2 NEOGEO POCKET COLOR main units together with the NEOGEO POCKET LINK CABLE.

▼

After you have confirmed these procedures, turn the units on and select "2PVS" or "ITEM" from the Mode Select screen.

WARNING

■Carefully check the slots and terminals when inserting and removing the Link Cable and software cartridge. If you use unreasonable force or insert either in the incorrect direction, you may break or damage the items.

■Do not insert or remove the Link Cable and software cartridge while the unit is turned on. It will destroy saved software data or unit data and cause unexpected damage, breakdowns, or breakage to the items.

CHARACTERS & MOVES

Battle Commands

Forward	→(→→quickly for "Dash")
Backward	←(←←quickly for "Back Dash")
Jump	↖ or ↑ or ↗
Crouch	↙ or ↓ or ↘
Avoid	← or →+ A & B button simultaneously
Blow-Away Attack	↓+ A & B buttons simultaneously
Body Slam	Near opponent, ← or →+ A or B Button
Body Slam Escape	Push the A or B button while moving the joystick in any direction + A or B button
Knockdown Escape	Push the A, B buttons simultaneously before being knocked down
The Teaser	Push the OPTION button while moving the joystick in any direction.
Small Jump	Tap the joystick lightly in ↖ or ↑ or ↗ directions.
Big Jump	Push the ↙ or ↓ or ↘ for an instant then ↑ or ↗/or push ↑ or ↗ during the Dash.
Pretty Burst	↓↓+A & B buttons simultaneously

*★Marks designate Mighty Bops.

*Arrows show directions to move the joystick when the character is facing right.

*Pushing the A and B buttons simultaneously during a guard enables the "Special Blow-Away Attack" (Exhausts all Gal Gauge power.)

What's the Pretty Burst?

The Pretty Burst is an attack you can use by spending 1 Stock from the Gal Gauge and is a unique, awesome attack that varies for each character. Just seeing how powerful these babies are is what all the fun is about!

NAME: *SHELMY*

WISH *"I want a luxurious new home for my hamster!"*

PROLOGUE

The awakening of the Orochi halted, Shermie has lost her reason to live. At first, she was busily engaged in attempts to awaken the Orochi, but gave up because of his foul mood after being resurrected. She lives peacefully now with Yashiro and Chris. One sunny afternoon, a letter found its way to her. "Hmm. QOF?... Didn't get much out of KOF '99, so why not? Wonder who else will join? Sounds like fun! ...What's this? I can win a talisman? Now I'm pumped!" Finding a new purpose in life, Shermie prepares herself in high spirits.

SHELMY SPIRAL	←↙↓↘→+A (when caught in a body throw)
SHELMY SHOOT	←↙↓↘→+B
SHELMY AXE	→←→+B
★SHELMY CARNIVAL	←↙↓↘→×2+A (when caught in a body throw)
★SHELMY SPECIAL	↓↘→↓↘→+B

NAME: *NAKORURU*

WISH *"I just want to go home."*

PROLOGUE

The Demon Incident over, Nakoruru passed calm days in Kamui Kotan. With the end of the long winter and the first warm rays of spring sunlight, a letter comes. "Hey, Nakoruru! Who's it from? What does it say?" "It's from the outside world. I'm not sure, but it looks like an invitation. Don't know where and when. It's from a different time! What is this?" "Hmm. Guess you can't go." "Looks like it." But when she tries to put the letter away, a blue light engulfs Nakoruru. She disappears in a flash! "W, Where?" Gathering her senses, Nakoruru finds herself in a strange land...

ANNU MUTSUBE	←↙↓+A
LELAM TSUBE	→↓↘+A
KAMUI RIMSE	←↓↙+A
★ERERUK KAMUI RIMSE	←→↘↓+B
★RIMURURU	→↘↓↙←→+B

ATHENA ASAMIYA

NAME	ATHENA ASAMIYA
WISH	"I want my long hair back!"

PROLOGUE

"Aaah. I can't wear a wig! What'll I do?..." Tempted to cut her hair by a girlish impulse, Athena is troubled by her new haircut. It has offended some fans and fuelled rumors of a failed love affair in the media. She loved her long hair, and wants it back, but it can't happen in an instant. With no means of remedy, Athena falls into a funk. Then, a letter arrives.

"QOF? Hmm. A new tournament? The winner gets any wish? Really? ...If it's true...." Athena heads for her Master, envelope in hand.

PSYCHO ATTACK	↓↙←+A
PSYCHO REFLECTOR	→↘↓↙←+B
TREASURE SIGN	←→↘↓+A
★SHINING CRYSTAL BIT	→↘↓↙←×2+A (possible even in the air)
★MAGICAL TEMPTATION	↓↙←↓↙←+B

LEONA

NAME	LEONA
WISH	"I want this cavity fixed now!"

PROLOGUE

KOF is done, and Leona returns to a normal life of drills and missions. But recently she doesn't seem herself. She sometimes frowns, screwing up her face as if bearing some unimaginable pain. When asked, she mutters only, "It's nothing." One day, a letter finds its way to her.

"QOF...Nonsense!" Leona begins to throw away the letter. But Ralph opines, "You need a change of pace. Why not enter the tourney on your own?" "You just may get rid of that bad attitude, too," Ralph suggests further, and Leona sets out alone for the first time, heading for QOF.

BALTIC LAUNCHER	← (Briefly, then) →+A
MOON SLASHER	↓ (Briefly, then) ↑+A
GRAND SABRE	← (Briefly, then) →+B
★GRATEFUL DEAD	↓↘→↓↘→+A
★SHOOT LAUNCHER	↓↙←↓↙←+B

YURI SAKAZAKI

NAME YURI SAKAZAKI

WISH *"Carrying on the Kyokugen tradition. And getting evenskys with Ryo!"*

PROLOGUE

"What the?! Why am I treated like a sub-human? I've grown! And not even Ryo and Robert can beat me..."

Even with the end of KOF '99, Yuri is still ignored as a real fighter and her dissatisfaction grows daily. One day, a letter finds its way to her. "QOF? I'm always getting crap like this recently.... 'Awaiting your response.' Snobs. Why not just write, 'Come as you are?' Whoa, a prizesky? K's Talisman? Whoa! I'm joining! I'll show Ryo this time!" Overjoyed, Yuri starts to prepare herself for QOF.

HAOH KEN	↓ ↘ → +A
YURI'S SUPER UPPER	→ ↓ ↘ +A
YURI'S SUPER KNUCKLE	↓ ↙ ← +A (keep button depressed)
★HAOH SHO KO KEN	→ ← ↙ ↓ ↘ → +A
★FLYING HOLE	↓ ↘ → ↓ ↘ → +B

MAI SHIRANUI

NAME MAI SHIRANUI

WISH *"You know! I want to tie the knot with Andy!"*

PROLOGUE

Mai managed to join Andy's team in KOF '99, but her dream of marriage remains just that.

And one day, a letter ends Mai's daily considerations of how to get Andy to marry her. "QOF?!... Never heard of this! The prize is K's Talisman that grants any wish?! ...Hoo hoo hoo. If I can get that!! Just wait, Andy! You won't escape me this time!" At warp speed, Mai heads for QOF!

BUTTERFLY FAN	↓ ↘ → +A
NIGHT PLOVER	↓ ↙ ← +B
PHOENIX FANDANGO	↓ ↑ +B
★DEADLY NINJA BEES	↓ ↙ ← ↙ ↓ ↘ → +B
★BIG BIRD BASH	↓ ↘ → ↓ ↘ → +A

SNK GALS FIGHTERS

NAME	*SHIKI*
WISH	*"I want to see my child."*

PROLOGUE

In an unfamiliar land, for reasons unknown. After Yuga was defeated, Shiki was supposed to live peacefully, away from the crush of humanity. But she has realized this is no place for her. She recalls a letter brought by a messenger a short time before. She has read the message...That's all Shiki recalls. She awakens with her trusty sword and the letter, standing alone. Shiki is stunned at this new world, then she heads for the location specified in the letter.

DEW FLASH	↓ ↘ →+A
HEAVENLY HALO BLAST	→ ↓ ↘+A
WHEEL OF JUSTICE	↓ ↙ ←+A
★HEAVEN & HADES' WAVE	←→ ↓+A
★TRANSMIGRATION OF SOULS	→←→+A or B

SNK GALS FIGHTERS

NAME	*AKARI ICHIJO*
WISH	*"I got a lot more than one!"*

· PROLOGUE

"Sigh. Is there nothing interesting to do?" With the Hell's Gate Dispute ended, Akari enters a slump. Then, along comes Juzo with a letter... "You have a letter, mistress. Here." "A letter? A bit of romance? Who is...Huh? It's not a love letter? Hmph. I'm not interested." "Ah...It's sinful to toss it away," sighs Juzo who picks the letter up. Looking over the message... "Mistress! What's this QOF? It's an invitation." "QOF is...uh...a Mongol dish. Sweet..." "You jest! Fool me not. I don't get this. I thought you knew English, mistress." "Oh hush! If I show up, I'll find out what QOF is. I don't need to demonstrate my refined English ability! I'm off, Juzo!" "I want to go too! Mistress! Wait for me! Do you know where you'll go? And why? Mistress! Mistress!" The two disappear into the horizon. Flying into danger, incredulous to time and place. That's Akari Ichijo!

MESSIANIC BLAST	↓ ↘ →+A
MOUSTACHED MONSTER	→ ↓ ↘+A or B
INVITING FELINE	→ ↘ ↓ ↙ ←+A (Near Opponent)
★GOBLIN GASHER	→ ↘ ↓ ↙ ←→+B
★AKARI'S BALL BASHER	↓ ↙ ← ↓ ↙ ←+B (During jump)

And if you think these are all the characters, guess again! Curious?...

22

MEMO

MEMO

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